

Appl No. 09/920,404
Amdt. dated 07/07/2004
Reply to Office Action of 04/07/2004

IN THE CLAIMS:

Please amend Claims 1 and 6 as shown below and cancel Claims 2 - 5. Further, please add new Claims 7 - 24 to the Application.

1. (Currently amended) In a computer system having a graphic user interface for displaying a plurality of objects on a desktop, a method for controlling the displaying of new objects on the desktop comprising the steps of:

detecting a user request for displaying a new object on the desktop;

responsive to user selection, determining a target area on the desktop, the user selection including selecting a first corner of the target area by placing a pointing device to a first location on the desktop and dragging the pointing device from the selected first location to a second location on the desktop, the second location being a second corner of the target area; and

displaying the new object within the target area.

2 - 5 canceled.

6. (Currently Amended) A graphical user interface (GUI) comprising:

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means for detecting a user request for displaying a new object on the desktop;

means for, responsive to user selection, determining a target area on the desktop, the user selection including selecting a first corner of the target area by placing a pointing device to a first location on the desktop and dragging the pointing device from the selected first location to a second location on the desktop, the second location being a second corner of the target area; and

means for displaying the new object within the target area.

7. (New) The GUI of Claim 6 wherein the second corner is diagonally opposite the first corner.
8. (New) The GUI of Claim 7 wherein the target area includes a top and bottom left corners and a top and bottom right corners, the first corner being the top left corner of the target area.
9. (New) The method of Claim 1 wherein the second corner is diagonally opposite the first corner.
10. (New) The method of Claim 10 wherein the target area includes a top and bottom left corners and a top and bottom right corners, the first corner being the top left corner of the target area.

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11. (New) A computer program product on a computer readable medium for displaying a plurality of objects on a desktop, the computer program product comprising:

code means for detecting a user request for displaying a new object on the desktop;

code means, responsive to user selection, for determining a target area on the desktop, the user selection including selecting a first corner of the target area by placing a pointing device to a first location on the desktop and dragging the pointing device from the selected first location to a second location on the desktop, the second location being a second corner of the target area; and

code means for displaying the new object within the target area.

12. (New) The computer program product of Claim 11 wherein the second corner is diagonally opposite the first corner.

13. (New) The computer program product of Claim 12 wherein the target area includes a top and bottom left corners and a top and bottom right corners, the first corner being the top left corner of the target area.

14. (New) A system having a monitor on which a plurality of objects may be displayed comprising:

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at least one storage system for storing code data; and

at least one processor for processing the code data to detect a user request for displaying a new object on the desktop, to determine, responsive to user selection, a target area on the desktop, the user selection including selecting a first corner of the target area by placing a pointing device to a first location on the desktop and dragging the pointing device from the selected first location to a second location on the desktop, the second location being a second corner of the target area, and to display the new object within the target area.

15. (New) The system of Claim 14 wherein the second corner is diagonally opposite the first corner.
16. (New) The system of Claim 15 wherein the target area includes a top and bottom left corners and a top and bottom right corners, the first corner being the top left corner of the target area.
17. (New) A method of positioning and sizing a window on a graphical user interface (GUI) comprising the steps of:

determining a target area on the GUI where to open the window, the step of determining including enabling a user to select a first corner of the target area by

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placing a pointing device to a first location on the GUI and to drag the pointing device from the selected first location to a second location on the GUI, the second location being a second corner of the target area; and

enabling the user to open the window on the GUI.

18. (New) The method of Claim 17 wherein the second corner is diagonally opposite the first corner.

19. (New) An apparatus for positioning and sizing a window on a graphical user interface (GUI) comprising:

means for determining a target area on the GUI where to open the window;

means for enabling a user to select a first corner of the target area by placing a pointing device to a first location on the GUI and to drag the pointing device from the selected first location to a second location on the GUI, the second location being a second corner of the target area; and

means for enabling the user to open the window on the GUI.

20. (New) The apparatus of Claim 19 wherein the second corner is diagonally opposite the first corner.

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21. (New) A computer program product on a computer readable medium for positioning and sizing a window on a graphical user interface (GUI) comprising:

code means for determining a target area on the GUI where to open the window, the determining code means including code means for enabling a user to select a first corner of the target area by placing a pointing device to a first location on the GUI and to drag the pointing device from the selected first location to a second location on the GUI, the second location being a second corner of the target area; and

code means for enabling the user to open the window on the GUI.

22. (New) The computer program product of Claim 21 wherein the second corner is diagonally opposite the first corner.

23. (New) A system having a graphical user interface (GUI), the system for positioning and sizing a window on the GUI comprising:

at least one storage device for storing code data; and

at least one processor for processing the code data to determine a target area on the GUI where to open the window, to enable a user to select a first corner of the target area by placing a pointing device to a

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first location on the GUI and to drag the pointing device from the selected first location to a second location on the GUI, the second location being a second corner of the target area, and to enable the user to open the window on the GUI.

24. (New) The system of Claim 23 wherein the second corner is diagonally opposite the first corner.

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